
Subject: Re: [PATCH 6/8] Make the sk_clone() lighter
Posted by [davem](#) on Thu, 01 Nov 2007 07:38:15 GMT
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From: Pavel Emelyanov <xemul@openvz.org>
Date: Wed, 31 Oct 2007 16:54:34 +0300

> The sk_prot_alloc() already performs all the stuff needed by the
> sk_clone(). Besides, the sk_prot_alloc() requires almost twice
> less arguments than the sk_alloc() does, so call the sk_prot_alloc()
> saving the stack a bit.
>
> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

I reread this patch and now I understand why it's correct.

When zero_it argument is zero, as was the case here, all of
the sk->sk_net processing is not done.

Applied, thanks.
